

Client-Side Performance Optimization System for Streamed Applications

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ABSTRACT

10 An client-side performance optimization system for streamed applications
provides several approaches for fulfilling client-side application code and data file
requests for streamed applications. A streaming file system or file driver is
installed on the client system that receives and fulfills application code and data
15 requests from a persistent cache or the streaming application server. The client or
the server can initiate the prefetching of application code and data to improve
interactive application performance. A client-to-client communication mechanism
allows local application customization to travel from one client machine to another
without involving server communication. Applications are patched or upgraded
20 via a change in the root directory for that application. The client can be notified of
application upgrades by the server which can be marked as mandatory, in which
case the client will force the application to be upgraded. The server broadcasts
an application program's code and data and any client that is interested in that
particular application program stores the broadcasted code and data for later use.